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# Preface

Visual languages and formalisms have always been used in computer science and other fields. With primarily visual methods like UML and SDL, they have become a standard in the process of software analysis, design, and implementation. Moreover, there are many formal modelling and specification approaches where visual approaches are existing or evolving, e.g., for specifying transformations for MDA or for OCL, in order to make such approaches more comprehensible and usable. On the other hand, formal methods are inevitable for specifying, designing as well as implementing visual languages and methods.

The workshop on *Visual Languages and Formal Methods (VLFM'04)* on September 30, 2004 in Rome, Italy, aimed to bring together members of these different areas and to provide a forum for presenting and discussing new results, ideas, and experience among them. The workshop was a satellite event of the IEEE symposium on Visual Languages and Human-Centric Computing (VL/HCC'04) focused on the design, formalization, implementation, and evaluation of computing languages and environments that are easier to learn, easier to use, and easier to understand by a broader group of people.

VLFM'04 followed the line of successful symposia on visual languages and formal methods, which were before held 2001 at Stresa, Italy, and 2003 at Auckland, New Zealand, as symposia within the IEEE symposia on Human Centric Computing HCC'01 and HCC'03, respectively. HCC was the successor of the IEEE symposium on Visual Languages and has now evolved to the IEEE symposium on Visual Languages and Human-Centric Computing (VL/HCC'04).


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## Program Committee

The papers submitted to VLFM'04 were reviewed by the program committee consisting of

- Paolo Bottoni, *Department of Computer Science, University of Rome 'La Sapienza', Italy*
- Shi-Kuo Chang, *Department of Computer Science, University of Pittsburgh, USA*
- Gennaro Costagliola, *Department of Mathematics and Computer Science, University of Salerno, Italy*
- Gregor Engels, *Faculty of Computer Science, Electrical Engineering, and Mathematics, University of Paderborn, Germany*
- John Howse, *School of Computing and Mathematical Sciences, University of Brighton, UK*
- Gabor Karsai, *Institute for Software-Integrated Systems, Vanderbilt University, USA*
- Kim Marriott, *School of Computer Science and Software Engineering, Monash University, Australia*
- Bernd Meyer, *School of Computer Science and Software Engineering, Monash University, Australia*
- Mark Minas (Chair), *Department of Computer Science, University of the Federal Armed Forces, Munich, Germany*
- Andy Schürr, *Data Systems Technology Institute, Electrical Engineering and Information Technologies, Technical University Darmstadt, Germany*

## Workshop Program

The workshop was scheduled for one full day and took place on September 30, 2004 at the Department of Computer Science of the University of Rome 'La Sapienza', Italy. The program consisted of four sessions. Nine papers were presented in three regular sessions on *Formal Methods Applied to UML*, on *Formal Modelling and Specification Languages with Visual Representations*, and on *Methods and Tools for Processing Visual Language Specifications*. A fourth, more informal session was dedicated to tool presentations.

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